EAST SEARCH

L#	Hits	Search String	Date Databases
L1	653	triangl$8 same mesh$5 same vert$6	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB
L3	270	1 and (align$6 or re-align$6 or realign$6)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB
L4	70	3 and duplicat$5	

Results of search set L3:

US RE38078 E	Graphical rendering system using simultaneous parallel query Z-buffer and method therefor	20030415	345/422
US RE36678 E	Hybrid vehicle	20000502	180/65.4
US 6639597 B1	Visibility splatting and image reconstruction for surface elements	20031028	345/427
US 6633789 B1	Effiicient data representation of teeth model	20031014	700/98
US 6633416 B1	Computer scanner for three-dimensional objects	20031014	358/478
US 6633290 B1	Apparatus and method for forming 2D views of a structure from 3D point data	20031014	345/423
US 6628280 B2	Method for selectively regenerating an adaptively sampled distance field	20030930	345/420
US 6628277 B1	Decompression of three-dimensional graphics data using mesh buffer references to reduce redundancy of processing	20030930	345/419
US 6625634 B1	Efficient implementation of multiprecision arithmetic	20030923	708/700
US 6615338 B1	Clustered architecture in a VLIW processor	20030902	712/24
US 6614428 B1	Compression of animated geometry using a hierarchical level of detail coder	20030902	345/420
US 6611267 B2	System and method for computer modeling of 3D objects or surfaces by mesh constructions having optimal quality characteristics and dynamic resolution capabilities	20030826	345/428
US 6608913 B1	Self-contained mapping and positioning system utilizing point cloud data	20030819	382/104
US 6608629 B2	Distance based constraints for adaptively sampled distance fields	20030819	345/619
US 6606095 B1	Compression of animated geometry using basis decomposition	20030812	345/473
US 6603470 B1	Compression of surface normals in three-dimensional graphics data	20030805	345/419
US 6600488 B1	Tessellation system, method and computer program product with interior and surrounding meshes	20030729	345/423
US 6583787 B1	Rendering pipeline for surface elements	20030624	345/441
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US 6577310 B1	3D mesh coding/decoding method and apparatus for error resilience and incremental rendering	20030610	345/427
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US 6529192 B1	Method and apparatus for generating mesh models of 3D objects	20030304	345/419
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US 6522326 B1	Decompression of quantized compressed three-dimensional graphics data	20030218	345/427
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US 6490902 B2	Compact two-line rod-rolling stand	20021210	72/235
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US 6480986 B1	IC substrate noise modeling including extracted capacitance for improved accuracy	20021112	716/4
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US 6448968 B1	Method for rendering graphical objects represented as surface elements	20020910	345/423

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Relevance scale

1 Out-of-core simplification of large polygonal models

Peter Lindstrom

July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(584.02 KB) Additional Information: full citation, abstract, references, citings, index terms

We present an algorithm for out-of-core simplification of large polygonal datasets that are too complex to fit in main memory. The algorithm extends the vertex clustering scheme of Rossignac and Borrel [13] by using error quadric information for the placement of each cluster's representative vertex, which better preserves fine details and results in a low mean geometric error. The use of quadrics instead of the vertex grading approach in [13] has the additional benefits of ...

2 Progressive compressive and transmission of arbitrary triangular meshes

Chandrajit L. Bajaj, Valerio Pascucci, Guozhong Zhuang

October 1999 **Proceedings of the conference on Visualization '99: celebrating ten years**

Full text available: pdf(1.63 MB) Additional Information: full citation, abstract, references, citings, index terms

The recent growth in the size and availability of large triangular surface models has generated interest in compact multi-resolution progressive representation and data transmission. An ongoing challenge is to design an efficient data structure that encompasses both compactness of geometric representations and visual quality of progressive representations.In this paper we introduce a topological layering based data-structure and an encoding scheme to build a compact progressive r ...

3 Re-tiling polygonal surfaces

Greg Turk

July 1992 **ACM SIGGRAPH Computer Graphics , Proceedings of the 19th annual conference on Computer graphics and interactive techniques**, Volume 26 Issue 2

Full text available: pdf(7.95 MB) Additional Information: full citation, references, citings, index terms

Keywords: automatic mesh generation, constrained triangulation, levels-of-detail, model simplification, shape interpolation

4 Optimized geometry compression for real-time rendering

Mike M. Chow

October 1997 **Proceedings of the 8th conference on Visualization '97**

Full text available: pdf(1.24 MB) Publisher Site

Additional Information: full citation, references, citings, index terms

5 Meshes: Adjacency and incidence framework: a data structure for efficient and fast management of multiresolution meshes

Frutuoso G. M. Silva, Abel J. P. Gomes

February 2003 **Proceedings of the 1st international conference on Computer graphics and interactive techniques in Austalasia and South East Asia**

Full text available: pdf(1.62 MB)

Additional Information: full citation, abstract, references, index terms

This paper introduces a concise and responsiveness data structure, called AIF (Adjacency and Incidence Framework), for multiresolution meshes, as well as a new simplification algorithm based on the planarity of neighboring faces. It is an optimal data structure for polygonal meshes, manifold and non-manifold, which means that a minimal number of direct and indirect accesses are required to retrieve adjacency and incidence information from it. These querying tools are necessary for dynamic multir ...

Keywords: boundary representation, mesh simplification, multiresolution algorithms, polygonal meshes

6 Guaranteed-quality mesh generation for curved surfaces

L. Paul Chew

July 1993 **Proceedings of the ninth annual symposium on Computational geometry**

Full text available: pdf(752.88 KB)

Additional Information: full citation, abstract, references, citings, index terms

For several commonly-used solution techniques for partial differential equations, the first step is to divide the problem region into simply-shaped elements, creating a mesh. We present a technique for creating high-quality triangular meshes for regions on curved surfaces. This technique is an extension of previous methods we developed for regions in the plane. For both flat and curved surfaces, the resulting meshes are guaranteed to exhibit the following properties: (1) internal and extern ...

7 Simplifying polygonal models using successive mappings

Jonathan Cohen, Dinesh Manocha, Marc Olano

October 1997 **Proceedings of the 8th conference on Visualization '97**

Full text available: pdf(1.25 MB) Publisher

Additional Information: full citation, references, citings, index terms

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Keywords: levels-of-detail, linear programming, model simplification, projection, surface approximation

8 Simplifying surfaces with color and texture using quadric error metrics
Michael Garland, Paul S. Heckbert
October 1998 **Proceedings of the conference on Visualization '98**

Full text available: pdf(1.32 MB) Publisher Site Additional Information: full citation, references, citings, index terms

Keywords: discontinuity preservation, edge contraction, level of detail, multiresolution modeling, quadric error metric, surface properties, surface simplification

9 Geometric modeling and meshes: Feature preservation in view-dependent multiresolution meshes
Markus Grabner
April 2002 **Proceedings of the 18th spring conference on Computer graphics**

Full text available: pdf(1.11 MB) Additional Information: full citation, abstract, references, index terms

Normal vector discontinuities on surfaces provide important visual cues for understanding the image of a geometrical object since they often indicate feature boundaries. We present an algorithm that preserves the appearance of features in view-dependent multiresolution meshes. The algorithm is shown to be efficient in terms of time and memory consumption. Our method is compatible with geomorphing to eliminate popping artefacts in interactive applications, and it can also be applied to texture co ...

Keywords: CAD, features, multiresolution, view-dependent simplification

10 A web architecture for progressive delivery of 3D content
Efi Fogel, Daniel Cohen-Or, Revital Ironi, Tali Zvi
February 2001 **Proceedings of the sixth international conference on 3D Web technology**

Full text available: pdf(1.58 MB) Additional Information: full citation, references, citings, index terms

Keywords: geometry compression, multi-resolution, progressive meshes, streaming

11 History consideration in reconstructing polyhedral surfaces from parallel slices
Gill Barequet, Daniel Shapiro, Ayellet Tal
October 1996 **Proceedings of the 7th conference on Visualization '96**

Full text available: pdf(4.64 MB) Publisher Site

Additional Information: full citation, references, citings, index terms

Keywords: interpolation, reconstruction, triangulation

12 A method for progressive and selective transmission of multi-resolution models

Danny S. P. To, Rynson W. H. Lau, Mark Green

December 1999 **Proceedings of the ACM symposium on Virtual reality software and technology**

Full text available: pdf(2.44 MB) Additional Information: full citation, abstract, references, citings, index terms

Although there are many adaptive (or view-dependent) multi-resolution methods developed, support for progressive transmission and reconstruction has not been addressed. A major reason for this is that most of these methods require large portion of the hierarchical data structure to be available at the client before rendering starts, due to the neighboring dependency constraints. In this paper, we present an efficient multi-resolution method that allows progressive and selective tran ...

13 Curves and Surfaces: Hierarchical extraction of iso-surfaces with semi-regular meshes

Kai Hormann, Ulf Labsik, Martin Meister, Gunther Greiner

June 2002 **Proceedings of the seventh ACM symposium on Solid modeling and applications**

Full text available: pdf(844.44 KB) Additional Information: full citation, abstract, references, index terms

In this paper we present a novel approach to iso-surface extraction which is based on a multiresolution volume data representation and hierarchically approximates the iso-surface with a semi-regular mesh. After having generated a hierarchy of volumes, we extract the iso-surface from the coarsest resolution with a standard Marching Cubes algorithm, apply a simple mesh decimation strategy to improve the shape of the triangles, and use the result as a base mesh. Then we iteratively fit the mesh to ...

Keywords: geometric and topologic representations, multi resolution models, reverse engineering

14 Progressive TINs: algorithms and applications

Anil Maheshwari, Pat Morin, Jörg-Rüdiger Sack

November 1997 **Proceedings of the fifth ACM international workshop on Advances in geographic information systems**

Full text available: pdf(799.78 KB) Additional Information: full citation, references, citings, index terms

15 Automatic generation of triangular irregular networks using greedy cuts

C. T. Silva, J. S. B. Mitchell, A. E. Kaufman

October 1995 **Proceedings of the 6th conference on Visualization '95**

Full text available: pdf(980.89 KB) Publisher Site Additional Information: full citation, abstract

Proposes a new approach to the automatic generation of triangular irregular networks (TINs) from dense terrain models. We have developed and implemented an algorithm based on the greedy principle used to compute minimum-link paths in polygons. Our algorithm works by taking greedy cuts ("bites") out of a simple closed polygon that bounds the yet-to-be triangulated region. The algorithm starts with a large polygon, bounding the whole extent of the terrain to be triangulated, and works its way inwa ...

Keywords: automatic generation, closed polygon, data visualisation, dense terrain models, ear cutting, edge splitting, graph theory, greedy biting, greedy cuts, input height array, memory requirements, mesh generation, minimum-link paths, running time, structural terrain fidelity, triangular irregular networks, triangulation

16 Multiresolution rendering with displacement mapping

Stefan Gumhold, Tobias Hüttner

July 1999 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**

Full text available: pdf(1.53 MB) Additional Information: full citation, references, citings, index terms

Keywords: displacement mapping, hardware, multiresolution

17 Progressive forest split compression

Gabriel Taubin, André Guéziec, William Horn, Francis Lazarus

July 1998 **Proceedings of the 25th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(2.53 MB) Additional Information: full citation, references, citings, index terms

Keywords: algorithms, geometric compression, graphics

18 Out-of-core compression for gigantic polygon meshes

Martin Isenburg, Stefan Gumhold

July 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 3

Full text available: pdf(3.43 MB) Additional Information: full citation, abstract, references, index terms

Polygonal models acquired with emerging 3D scanning technology or from large scale CAD applications easily reach sizes of several gigabytes and do not fit in the address space of common 32-bit desktop PCs. In this paper we propose an out-of-core mesh compression technique that converts such gigantic meshes into a streamable, highly compressed representation. During decompression only a small portion of the mesh needs to be kept in memory at any time. As full connectivity information is available ...

Keywords: external memory data structures, mesh compression, out-of-core algorithms, processing sequences, streaming meshes

19 Simplicial maps for progressive transmission of polygonal surfaces

André Guéziec, Gabriel Taubin, Francis Lazarus, William Horn

February 1998 **Proceedings of the third symposium on Virtual reality modeling language**

Full text available: pdf(2.82 MB) Additional Information: full citation, references, citings, index terms

20 Session 2: WebCAME: a light-weight modular client/server multiresolution rendering system

Markus Grabner

March 2003 **Proceeding of the eighth international conference on 3D web technology**

Full text available: pdf(3.37 MB) Additional Information: full citation, abstract, references

We introduce WebCAME, a client/server multiresolution rendering system for progressive transmission and visualization of compressed non-manifold triangle meshes with texture and color. The tool is implemented as a web browser plugin built upon standard components such as Qt, OpenGL, and ODBC. By utilizing and extending recently developed multiresolution techniques, it can provide view-dependent access to huge 3D data sets. With a size of less than 250kB it is small enough to be downloaded and in ...

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Yong, Y.-K.; Stewart, J.T.;
Ultrasonics Symposium, 1989. Proceedings., IEEE 1989 , 3-6 Oct. 1989
Page(s): 429 -434 vol.1

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2 **Mass-frequency influence surface, mode shapes, and frequency spectrum of a rectangular AT-cut quartz plate**
Yong, Y.-K.; Stewart, J.T.;
Ultrasonics, Ferroelectrics and Frequency Control, IEEE Transactions on , Volume: 38 Issue: 1 , Jan. 1991
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3 **Embeddings of cycles, meshes and tori in faulty k-ary n-cubes**
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4 **A parallel quadtree algorithm for efficient assembly of stiffness matrices in meshfree galerkin methods**
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Parallel and Distributed Processing Symposium., Proceedings 15th International , 23-27 April 2001
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5 **Curvature-dependent triangulation of implicit surfaces**
Karkanis, T.; Stewart, A.J.;
Computer Graphics and Applications, IEEE , Volume: 21 Issue: 2 , March-April 2001
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Yang Chen; Medioni, G.;
Computer Vision and Pattern Recognition, 1994. Proceedings CVPR '94., 1994 IEEE Computer Society Conference on , 21-23 June 1994
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6 **Fitting a surface to 3-D points using an inflating balloon model**
Yang Chen; Medioni, G.;
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Antennas and Propagation Society International Symposium, 1994. AP-S. Digest , Volume: 3 , 20-24 June 1994
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De Floriani, L.; Magillo, P.; Puppo, E.;
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Jiankun Li; Kuo, C.-C.J.;
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18 **Hybrid anatomically based modelling of animals**
Schneider, P.J.; Wilhelms, J.;
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22 **New quadric metric for simplifying meshes with appearance attributes**
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3-D Digital Imaging and Modeling, 1999. Proceedings. Second International Conference on , 4-8 Oct. 1999
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Finke, S.; Gulrajani, R.M.;
[Engineering in Medicine and Biology, 1999. 21st Annual Conf. and the 1999 Annual Fall Meeting of the Biomedical Engineering Soc.] BMES/EMBS Conference, 1999. Proceedings of the First Joint , Volume: 1 , 13-16 Oct. 1999
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Langham, A.E.; Grant, P.W.;
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Visualization and Computer Graphics, IEEE Transactions on , Volume: 5 Issue: 1 , Jan.-March 1999
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Kompatsiaris, I.; Tzovaras, D.; Strintzis, M.G.;
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Zhang, Y.; Paik, J.; Koschan, A.; Abidi, M.A.; Gorsich, D.;
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